



Snapdragon
PRO SERIES
—  **ESL** —

Snapdragon Pro Series

PUBG Mobile

Rulebook

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,
ESL Staff

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1 Definitions

1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.

This is the base rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation the participant states that they understand and accept all rules.

1.2 Region

- **Europe:**
 - **Sub Region 1 - Turkey:** Turkey
 - **Sub Region 2 - Western Europe:** Aland Islands, Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, England, Estonia, Finland, France, Germany, Greece, Greenland, Hungary, Iceland, Ireland, Israel, Italy, Latvia, Lichtenstein, Lithuania, Luxembourg, Malta, Monaco, Montenegro, Netherlands, North Macedonia, Northern Ireland, Israel, Norway, Poland, Portugal, Romania, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Vatican, Wales
- **Middle East:** Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, United Arab Emirates, Yemen
- **Africa:** Algeria, Angola, Benin, Botswana, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, Democratic Republic of Congo, Djibouti, Equatorial Guinea, Eritrea, Eswatini, Ethiopia, Gabon, Gambia, Guinea, Guinea Bissau, Ivory Coast, Kenya, Lesotho, Liberia, Libya, Madagascar, Malawi, Mali, Mauritania, Mauritius, Morocco, Mozambique, Namibia, Niger, Nigeria, Republic of Congo, Rwanda, Sao Tome, Senegal, Sierra Leone, Somalia, South Africa, South Sudan, Sudan, Tanzania, Togo, Tunisia, Uganda, Zambia, Zimbabwe, Ghana, Seychelles,
- **North America:** Antigua and Barbuda, Bahamas, Barbados, Canada, Cuba, Dominica, Dominican Republic, Grenada, Haiti, Jamaica, St. Kitts and Nevis, St. Lucia, St. Vincent and the Grenadines, Trinidad and Tobago, United States of America

1.3 Punishments

1.3.1 Definitions and scope of punishments

Punishments are given for rule violations within the ESL. They may be either minor or major penalty points, monetary fines, default losses, player/team suspension or disqualification, depending on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

1.3.1.1 Minor penalty points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.3.1.2 Major penalty points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.3.1.3 Monetary fines

Monetary fines are given for failing to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.3.1.4 Bans/suspensions

Bans or suspensions are given for very severe incidents like ringing or use of an unallowed player. They

can be awarded either to a player or an organization.

1.3.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.3.1.6 Additional methods of punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

1.3.2 Combination of punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.3.3 Punishments for repeat offenses

All punishments outlined in this rulebook are applicable for first-time offenses. Repeat offenses will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.3.4 League bans and penalty points outside of ESL

League bans and penalty points outside of ESL do not normally apply towards the ESL except when the punishment has been awarded by the publisher/developer of any given title. Some exceptions may apply at the admin team's discretion.

1.4 Live matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by ESL or an official partner.

1.5 Disciplines

Games currently played in Snapdragon Pro Series are:

- Clash of Clans
- Brawl Stars
- PUBG Mobile
- Asphalt 9
- Clash Royale
- Free Fire
- Legends of Runeterra

There may be side games or new games added at any point.

1.6 Tournament organization

The event is organized by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH

Schanzenstr. 23

51063 Köln

Germany

<https://www.eslgaming.com/>

2 General

2.1 Rule changes

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

The following rulebook is a guide document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

2.2 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.3 Confidentiality

The content of email communication, match channels, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the ESL administration.

2.4 Privacy

Player personal data will be collected, processed, and stored for the online match participation, organization, and prize delivery. The player's personal information will be stored until 21.02.2023 according to internal policies or procedures to answer legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact: ESL at <https://account.eslgaming.com/privacy-policy>

Any personal data shared with third parties will be processed in line with their privacy policies.

2.5 Discord

The main official communication method of the Snapdragon Pro Series is this [Discord](#). **ALL TEAMS ARE REQUIRED TO HAVE AT LEAST 1 REPRESENTATIVE FROM THEIR TEAM IN THE SERVER AT ALL TIMES THROUGHOUT THE SEASON.**

Be sure to check our server regularly so that no important announcements from the league are missed. This is to keep each team up to speed on rule changes, see posted announcements, and communicate with admins and members of other teams. Some information may be communicated exclusively in this Discord server. It is the responsibility of each player to ensure they are aware of officially posted information in the Discord server.

If it is outside of playdays, please submit a support ticket using the support ticket system on the Ladder or Cup pages on ESL Play. An active support ticket link can always be found in the pinned messages of the PUBGMobile support channel.

2.5.1 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the ESL administration.

2.6 Match broadcasting

2.6.1 Rights

All broadcasting rights of ESL are owned by Tencent and ESL. This includes but is not limited to: shoutcast streams, live score bots, video streams (e.g. POV-streams), replays, demos or TV broadcasts.

2.6.2 Waiving these rights

ESL Gaming GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the ESL Broadcast Distribution team before the start of the match.

2.6.3 Player responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by a head admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6.4 Streaming / Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Mobile series alongside ESL will be vetted by ESL Staff and given the appropriate code of conduct to sign. All streamers and content creators will abide by this code of conduct when streaming/restreaming/co-streaming all ESL or ESL Related events.

To request permission to become an approved content creator please send an email to the following email address based on your region:

North America: sps.na@eslgaming.com

Europe & MENA: sps.emea@eslgaming.com

India: karndeeep.sharma@nodwin.com

ESL reserves the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

2.6.4.1 Stream Delay

Players are allowed to stream matches during the Open Qualifier Phase, provided they have a minimum 5-minute delay on the stream. If any player is found to be streaming without meeting the minimum delay requirement, the following penalties will apply:

1. First offense- Warning
2. Second offense- Loss of points for the match day, and 2 penalty points to the player and their team.
3. Third offense- 2 additional penalty points to the player and team, and a week long ban from participating in matches.

2.6.4.2 Password and Lobby Leaking

Any player found to have leaked the lobby information, including lobby name or password, during the season will be subject to the following penalties:

1. Any situation of lobby leaking - 2 penalty points to the player and a week long ban from participating in matches for the player and their team.

2.7 Conditions of participation in the event

The following conditions must be met in order to participate in the event.

2.7.1 Age restriction

All players must be at least 16 years of age or older by the date of the first match of the season. If a player is found to currently be participating or previously participated in any matches while under the age of 16 any and all team and the members will be disqualified from the season and will forfeit any money that was, or would have been made during that season.

2.7.1.1 Under-age disqualification specifications

If the disqualification occurs during the Group Stage of the season, any players of the team that are not underage will not be allowed to form a new team or join other teams. If a player is under the age of 18, a parent or legal guardian must be able to accompany the minor to a live competition. If a parent or legal guardian is unable to travel a temporary guardian who can travel will need to be appointed and proper documentation will need to be provided to ESL. ESL will not be responsible for providing the documentation necessary for appointing a temporary guardian.

2.7.2 Regional limitations for participants

Any team or any player may not try to qualify for the same event from more than one country or region.

2.7.3 Residency Restrictions

For teams of 4 or 5 players, at least 3 players must be national citizens of the registered region and reside there. For teams of 6, at least 4 players must be national citizens of the registered region and reside there. At least 2 players from the registered region must always play in each match of the competition.

2.7.4 Travel Participation Requests

Any player participating in the Snapdragon Pro Series will be given the opportunity to submit a travel participation request in the event that they will be traveling outside of the specified countries of participation for the series. This request must be submitted at least 1 week ahead of the travel date in order for the request to be reviewed. Acceptance of the request will be based on the information provided by the player for why they are traveling, and the amount of time the player will be out for travel. Each request will be accepted or rejected on a case-by-case basis. The maximum amount of time for a player to participate from another region outside of the countries allowed in the series will be 1 week. Any more time than that and the request will be rejected and the player will be ineligible to participate..

2.7.5 Home country/region

A participant's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every ESL event, but once made it will be final and irreversible for that event and its qualifiers.

2.7.6 Player details

When requested, players are required to send us all needed information including but not limited to legal documents, full name, contact details, date of birth, address and photo.

2.7.7 Game Version and Patches

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts. All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

2.7.8 Game accounts

Every playing member must have their game accounts entered on their ESL profile. If you do not have an ESL Play account, you will need to create one prior to linking game accounts. If a player is found to have changed gameaccounts or in-game names at any point during the series without being explicitly told to by the admin team the player will be considered ineligible to participate until the name is changed back both in the game and on the ESL play site. Playing with an unregistered player or a player with an inaccurate gameaccount listed will result in your team being removed from match lobbies and earning 0 points for that day. If the admin team finds any gameaccounts and in-game names that do not match exactly, your team will earn 0 points for the day and be barred from playing in the active matchday. It is every player and team's responsibility to ensure that all ESL gameaccount and in-game names match before the matchday begins. If you cannot get your ESL gameaccount to match your in-game name, please contact the tournament administration team via support ticket.

2.7.9 Name changes

No in-game name changes will be allowed at any point during the season unless the name is illegal to use or a team has been picked up by a new organization. This includes but is not limited to: Gameaccounts, PUBGMobile ID, or PUBG Mobile Nickname. Once a player has participated in a Cup, as either a starter or a sub, their in-game name and gameaccount CANNOT be changed unless explicitly instructed to by a member of the admin team that it must be fixed due to having illegal characters, the in-game name and ESL play gameaccount not matching, or use of an inappropriate name.

2.7.10 PUBG Mobile Nickname

All in-game names and ESL Play gameaccounts must use the characters listed below, there will be no exceptions to the list. If you currently have standard or special characters outside the provided list you must change your in-game name and update your gameaccount on ESL Play in order to be allowed to participate. Players and teams CANNOT change their in-game or ESL Play name at any point during the season. Your in-game name and game account must only contain only the following characters:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Please be aware though, if your gameaccount on ESL Play does not EXACTLY match what we see in-game, your team will not gain any points for the match day. (This includes capital letters)

2.7.11 PUBG Mobile ID

All in-game Character ID numbers and ESL Play PUBGMobile ID gameaccounts must match EXACTLY. If any player is found to have an ID that does not match the team will earn 0 points for the day and be barred from playing in the active matchday.

Players and teams CANNOT change their in-game or PUBG Mobile ID number after competing in a Cup. Once a player has participated in a Cup, as either a starter or a sub, their in-game character ID and gameaccount CANNOT be changed unless explicitly instructed by a member of the admin team that it must be fixed.

2.7.12 Denial of Participation

ESL reserves the right to deny the participation of any team or player for any reason and precaution.

2.7.12.1 Impersonation

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so. Any team that is found to have a player using another players' account will be considered an impersonation case. The team will be disqualified from the season and the players involved will be given between 2 and 6 penalty points depending on the situation as well as being barred from participating for the rest of the season in any capacity. Players are not allowed to play with a different game account than the one linked to the players' ESL Account. An incorrect game account may lead to removal from the cup/tournament for the day until the issue has been corrected, or no points being given for games played with incorrect information.

2.8 Team accounts

2.8.1 Team Overview

Teams must play with the roster they are registered for the duration of each open split. Rosters cannot be changed during an open split. Please be sure to check the account information carefully. Incorrect information will result in the score not being calculated, zero points being awarded to the team for that match, and removal from the Cup if incorrect information is found.

All participant's names must be appropriate. If your name is deemed inappropriate you must have the new name approved and change it in the window given by the admin team. If the name is not changed at that time you will risk disqualification.

2.8.2 Team Names

The ESL team name may not have any extensions such as "ESL team". It may only consist of the team name and/or a potential Organization.

If two teams are sponsored by the same partner, they have to come to an agreement with that partner about which of the teams keeps the title sponsoring during the whole of the tournament.

2.8.3 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to the ESL tournament. User-generated content will be governed by the terms and conditions of PUBGMobile.

2.8.4 Org Acquisition

If a team is picked up by a new org or dropped from an old one please submit a support ticket to the Cup you will be participating in. You **MUST** provide valid proof of the acquisition of your team by the org (such as the contract the team and org have signed) as well as the name switches that all players will be making in-game (For example ESLFoody --> MOFoody)

Once we have valid proof of the acquisition, the team will be allowed to change its name and picture on the ESL play site, and the players on the team will be allowed to change just the team tag in their in-game name and gameaccount on the play site. Players **WILL NOT** be allowed to change their alias, only the team tag before or after their alias may be changed. If a team is found to have changed their in-game name incorrectly, they will be barred from competing until their name has been reverted back to what it was originally. This could cause the entire team to be withheld from competing.

2.8.5 General Roster Overview

Rule applies to the teams created on the ESL Play platform.

Team Rosters must have between 4 to 6 players, with players exceeding 4 acting as substitutes.

Teams are not allowed to have any additional players or people in their team. All people who are part of the team but were not a member of the team during the first (in-game) phase of the tournament will be treated as ineligible players. Such a situation may lead to the disqualification of the team from the whole SPS competition.

Rosters and Teams will be locked together upon participating in a team's first Cup.

2.8.6 Roster Changes

Rosters will be locked from the time your team first competes. No changes at any point will be permitted while your team is locked.

If team makes any changes:

- In 4-people team, at least 2 players have to be playing from the original roster
- In 5-people team, at least 3 players have to be playing from the original roster
- In 6-people team, at least 4 players have to be playing from the original roster

2.8.7 Changes to the team accounts

Any changes to the team account must be approved by ESL administration before the changes are allowed to take place. This includes but is not limited to;

- Adding or removing players
- Changing the team name
- Changing the team logo.

2.9 Sponsor restrictions

2.9.1 Mature content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to ESL.

2.10 Match start

2.10.1 Punctuality in broadcasted matches

All matches during a broadcast must start when instructed, under the discretion of ESL. All matches during a broadcast should start no later than the time provided by ESL. If a player/team is not ready to play, ESL should be informed.

2.10.2 Not being punctual for a broadcasted match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the announced starting time. At that point, a no-show will be awarded. If the match is broadcast by ESL or its partners, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

2.10.3 Participants not showing

If a participant is not ready to play until the scheduled start of the match, they are considered a no-show and the match will be started without such participant. Team must accept the consequences of a no-show.

2.11 Match procedures

2.11.1 Match media

All match media (screenshots / demos / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest for the match, the records need to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

All demos or replays must be made available if requested by the administrators. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

2.12 Interviews

For every game that is broadcast on an ESL-arranged stream, one player or coach from each team must be available for an interview. The team has to provide contact information for an interview upon request. The player should also be available for a comment after the match. Solo players should always be available for pre- and post-match interviews.

2.13 Devices

Players must play using their phones, emulators or tablets are not permitted.

2.14 Employment Restrictions

Persons working or volunteering for ESL and/or Tencent are not eligible to play while working at their respective companies. Persons who have worked or volunteered for either company, in any capacity, are not eligible to play within 90 days of having last worked for their respective company.

2.15 Video presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by ESL, the visible surroundings/background should be kept neutral, clean and presentable. If a team plans to showcase any sponsors, logos or advertisements (e.g. in a background banner or placed items), the planned settings need to be revised and approved by the league administration beforehand. In any case, obvious promotion of sponsor products (including consumption) is not allowed. Brand logos may never appear bigger than the players' faces on screen.

3 Schedule

3.1 Season 1

Name of the tournament	Tournament date
Phase 1	
In-game qualifiers	21/04/2022 - 04/05/2022
Phase 2 - Europe	
Group Stage - RO512	12/05/2022
Group Stage - RO512	13/05/2022
Group Stage - RO256	14/05/2022
Group Stage - RO256	16/05/2022
Group Stage - RO128	19/05/2022
Group Stage - RO128	21/05/2022
Group Stage - RO64	23/05/2022
Group Stage - RO64	26/05/2022
Group Stage - RO64	28/05/2022
Group Stage - RO32	30/05/2022
Group Stage - RO32	02/06/2022
Group Stage - RO32	04/06/2022
Phase 2 - Middle East and Africa	
Group Stage - RO256	12/05/2022
Group Stage - RO256	13/05/2022
Group Stage - RO256	14/05/2022
Group Stage - RO128	16/05/2022
Group Stage - RO128	19/05/2022
Group Stage - RO128	21/05/2022
Group Stage - RO64	23/05/2022
Group Stage - RO64	26/05/2022
Group Stage - RO64	28/05/2022
Group Stage - RO32	30/05/2022

Group Stage - RO32	02/06/2022
Group Stage - RO32	04/06/2022
Phase 2 - North America	
Group Stage - RO128	12/05/2022
Group Stage - RO128	13/05/2022
Group Stage - RO128	14/05/2022
Group Stage - RO128	16/05/2022
Group Stage - RO64	19/05/2022
Group Stage - RO64	21/05/2022
Group Stage - RO64	23/05/2022
Group Stage - RO64	26/05/2022
Group Stage - RO32	28/05/2022
Group Stage - RO32	30/05/2022
Group Stage - RO32	02/06/2022
Group Stage - RO32	04/06/2022
Phase 3	
Open Finals - Europe	12/06/2022 - 13/06/2022
Open Finals - Middle East & North Africa	10/06/2022 - 11/06/2022
Open Finals - Africa	10/06/2022 - 11/06/2022
Open Finals - North America	10/06/2022 - 11/06/2022

3.2 Season 2

Name of the tournament	Tournament date
Phase 1	
In-game qualifiers	08/08/2022 - 21/08/2022
Phase 2	
ESL Play Open Qualifier #1	29/08/2022
ESL Play Open Qualifier #2	01/09/2022
ESL Play Open Qualifier #3	03/09/2022
ESL Play Open Qualifier #4	05/09/2022
ESL Play Open Qualifier #5	08/09/2022
ESL Play Open Qualifier #6	10/09/2022
ESL Play Open Qualifier #7	12/09/2022
ESL Play Open Qualifier #8	15/09/2022
ESL Play Open Qualifier #9	17/09/2022
ESL Play Open Qualifier #10	19/09/2022
ESL Play Open Qualifier #11	22/09/2022
ESL Play Open Qualifier #12	24/09/2022
Phase 3	
Open Finals - Europe	03/10/2022 - 04/10/2022
Open Finals - Middle East & North Africa	01/10/2022 - 02/10/2022
Open Finals - Africa	01/10/2022 - 02/10/2022
Open Finals - North America	01/10/2022 - 02/10/2022

4 Format

4.1 In-game qualifiers

2 weeks of in-game qualifiers. The maximum of the top 512 teams will qualify to the ESL Play qualifiers.

4.2 ESL Play qualifiers

4 weeks of FFA cups with a maximum of 512 teams qualified from the in-game qualifiers. 3 playdays per week with 4 matches played per day. Teams will collect points based on their placements and kill count as specified in **6.4 Match scoring**. Points are being gathered only for a specific phase (for example - RO512) and reset after each phase.

After each tournament phase of the Group Stage, half of the teams will be eliminated based on the point ranking. Half of the teams are being moved to the next tournament phase till the Open Finals where the best 16 teams will qualify.

4.3 Open Finals

The top 16 teams that qualified from the ESL Play qualifiers will face each other in a 2 days Final. Each playday will consist of 5 matches. Teams will collect points based on their placements and kill count as specified in **6.4 Match scoring**.

5 Prize Money

5.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, you agree that you meet the requirements for the series and are eligible to receive any prizes. In turn, you agree to share the requested information with the person responsible for delivering the prizes to the player who is receiving the prize. This takes into account that any players who are receiving a prize must be the same who played in the Cup.

All prize money should be paid out 90 business days after the ESL event in question has been completed. Emails regarding prize payout will be sent out within that time. If the corresponding term expires and the prize in question is not received, the player should open a support ticket from the Cup's support page informing the administration of the missing prize so it may be reviewed.

5.2 Prize Pools

5.2.1 Europe

The distribution is per Region per Season.

*All Prizes are listed in USD and subject to currency exchange rates.

Placement	Prize
1st	\$8000
2nd	\$4000
3rd	\$3000
4th	\$2500
5th	\$2300
6th	\$2200
7th	\$2100
8th	\$2000
9th	\$1900
10th	\$1800
11th	\$1700
12th	\$1600
13th	\$1500
14th	\$1300
15th	\$1200
16th	\$1100
17th	\$1000
18th - 19th	\$900
20th - 23rd	\$800
24th - 27th	\$700
28th - 32nd	\$600

5.2.2 Middle East & North Africa

The distribution is per Region per Season.

*All Prizes are listed in USD and subject to currency exchange rates.

Placement	Prize
1st	\$8000
2nd	\$4000
3rd	\$3000
4th	\$2500

5th	\$2300
6th	\$2200
7th	\$2100
8th	\$2000
9th	\$1900
10th	\$1800
11th	\$1700
12th	\$1600
13th	\$1500
14th	\$1300
15th	\$1200
16th	\$1100
17th	\$1000
18th - 19th	\$900
20th - 23rd	\$800
24th - 27th	\$700
28th - 32nd	\$600

5.2.3 Africa

The distribution is per Region per Season.

*All Prizes are listed in USD and subject to currency exchange rates.

Placement	Prize
1st	\$8000
2nd	\$4000
3rd	\$3000
4th	\$2500
5th	\$2300
6th	\$2200
7th	\$2100
8th	\$2000
9th	\$1900
10th	\$1800
11th	\$1700
12th	\$1600
13th	\$1500
14th	\$1300
15th	\$1200
16th	\$1100
17th	\$1000
18th - 19th	\$900
20th - 23rd	\$800
24th - 27th	\$700
28th - 32nd	\$600

5.2.4 North America

The distribution is per Region per Season.

*All Prizes are listed in USD and subject to currency exchange rates.

Placement	Prize
1st	\$5500
2nd	\$4500
3rd	\$3500
4th	\$2500
5th - 8th	\$1750
9th - 12th	\$1500
13th - 16th	\$1250
17th - 32nd	\$1000

5.3 Prize deductions due to penalty points

Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize money will be proportionally added upon the other teams; thus, no prize money gets lost through penalty points.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

5.4 Prize deductions due to monetary fines

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

5.5 Withdrawal of prize money

As long as the prize money for the ESL has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

In case of a disqualification, the player/team automatically forfeits the prize money won in the phase. Depending on the seriousness of the case, it might be extended to the full amount won during the season.

5.6 Transfer of prize money

The prize money will be sent as a bank transfer or over PayPal. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

6 Game Rules

Any use of items not obtained through PUBG Mobile approved in-game methods (excluding official rewards) or unannounced items is prohibited. If players violate this rule, it will be treated as hacking. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

6.1 ESL FFA Tournaments

6.1.1 Concept

The ESL FFA tournaments are intended to resolve the best players or teams during a multiple round free-for-all tournament. Our system calculates points based on your final position in matches and in some cases adding points for game-specific achievements like kills. The players with the highest points overall will be ranked highest. You can read more from our [tournament guide](#).

6.1.2 No show

In general FFA lobbies will not wait for players for any longer than 5 or 10 minutes depending on the tournament. If a player or team is not in the match when that time has passed they will forfeit that match. Please refer to the specific tournament rules for further details.

6.2 Clothing In-Game

Players may not be naked and should be wearing clothes during any broadcasted Snapdragon Pro Series match.

6.3 Match Settings, Format, & Rules

6.3.1 Phase 1: In-game

Phase 1 will be played inside the game client, in accordance with the in-game rules.

6.3.2 Phase 2: ESL Play

Maps in play: Erangel, Miramar, Sanhok

Map rotation (BO4): Erangel > Miramar > Sanhok > Erangel

Map rotation (BO5): Erangel > Miramar > Erangel > Sanhok > Erangel

Game Mode: TPP

In-game settings:

- For Erangel & Miramar PC version match parameters will be used
- Playzone Shrink Speed - x1.1
- Sound Visualization and Aim Assist - **ENABLED**
- Red Zone - **DISABLED**
- Flare Gun - **DISABLED**
- Show Skeleton on Death - **DISABLED**
- Vague Information - **ENABLED**
- All Weapons spawn rate - **x2**
- Scope & Magazine attachment spawn rate - **x2**
- Additional settings for Sanhok:
 - Safe Zone 1 display time - **x0.5**

Each team will participate in up to 4 matches each day during the Open Qualifier Phases.

Teams in the Open Finals will have 5 matches played per Finals day.

- 10 total matches for 2-day Finals

All matches for a playday are scored cumulatively.

6.4 Match Scoring

Placement	Points
1	15
2	12
3	10
4	8
5	6
6	4
7	2

8	1
9	1
10	1
11	1
12	1
13	0
14	0
15	0
16	0
Kills are worth 1 point each	

6.5 Results

Each team member should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action and/or loss of points. If you have problems or notice any issues, please contact the admins IMMEDIATELY VIA SUPPORT TICKET. You can reach us via Discord for quick questions, for everything else please open a support ticket.

6.6 Technical Issues

Teams are responsible for their own technical issues, including hardware, software, and/or internet issues. Matches will not be restarted because of technical issues and will be played nevertheless.

6.7 Tiebreakers

In the event of a tie during any phase of the Snapdragon Pro Series 2022, the ranking will be decided in the order of the following:

1. Total First place finishes across all matches in the specific tournament Group Stage phase (for example - RO512).
2. Total accumulated placement points across all matches in the specific tournament Group Stage phase (for example - RO512).
3. Total accumulated kills across all matches in the specific tournament Group Stage phase (for example - RO512).
4. Placement in the last-played match in the specific tournament Group Stage phase (for example - RO512).

6.8 Match Restart

A match will only be restarted with prior admin approval.

7 Offline event rules

7.1 Equipment

ESL always provides mobile devices. Depending on the discipline and the stage of the tournament, noise-canceling headphones may be provided as well.

7.2 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule (a minimum of \$250 fine), but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible and deemed appropriate by the administration, ESL will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants.

Any delay caused by change of clothing will be considered the players fault and penalized according to the rules of punctuality.

7.3 Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

7.4 Player and tournament brief

The player and tournament briefs are documents that will be sent to the participants by mail before the tournament. They are meant as extensions to the rulebook for a specific offline event and equally binding.

7.5 Technical checklist

After completing their setup process, the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the checklist had been properly followed will be punished with one (1) minor penalty. By signing this document, participants confirm that they are ready to start their match as scheduled. Participants may be forced to start the match even if they failed to properly complete this process.

7.6 Media obligations

If ESL decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by ESL for the event presentation.

The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

7.6.1 Missing media obligations

Not fulfilling the media or comparable obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: \$4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
 - 1-30% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 31-50% of the line-up missing: \$800 + 1% of the prize money winnings
 - 51-70% of the line-up missing: \$1000 + 1.25% of the prize money winnings
 - 71-99% of the line-up missing: \$1200 + 1.5% of the prize money winnings
 - 100% of the line-up missing: \$2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
 - 1-30% of the line-up missing: \$360 + 0.45% of the prize money winnings
 - 31-50% of the line-up missing: \$480 + 0.6% of the prize money winnings
 - 51-70% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 71-99% of the line-up missing: \$720 + 0.9% of the prize money winnings
 - 100% of the line-up missing: \$1200 + 1.5% of the prize money winnings

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the ESL alone.

7.7 Gaming areas

7.7.1 Food, drinks, smoking and behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden. Participants must follow the hotel or venue rules while in the practice areas.

Any violations can be punished with penalty points.

7.7.2 Removable media

It is strictly forbidden to connect or use any removable media on the tournament devices without prior examination and approval from the tournament administrators.

7.7.3 Cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporizer) into the gaming area unless prior permitted by the tournament officials. Such devices have to be handed to tournament officials before starting to set up before the first match. Personal phones may also be collected prior.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies unless otherwise authorized by ESL.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

7.7.4 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by ESL.

7.7.5 Use of Devices

All devices provided by ESL must only be used for tournament purposes. Unauthorized use of devices (browsing social media, etc...) will result in (1) minor penalty point.

7.8 Photo and other media rights

By participating, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose.

Additionally, each player has to sign two copies of a release form that they will receive beforehand for reading and have to sign before they start their first match.

7.9 Winners ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

7.10 ESL-provided areas

Only marketing activities that have been authorized by ESL are allowed in any ESL-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

8 Rule violations, punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at <https://esic.gg/>. The following sub-paragraphs are meant to give you an impression about what things are forbidden. For more detailed information, please also visit the ESIC website.

8.1 Code of conduct

Every participant has to behave with respect towards the representatives of the ESL, press, viewers, partners and other players. The participants are requested to represent esports, ESL, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behavior. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future ESL events.

8.2 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on their devices for the duration of the tournament.

8.2.1 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

8.2.2 DDoSing

Limiting, or attempting to limit another participant's connection to the game through a Distributed Denial of Service attack or any other means.

8.2.3 Cheat software

Any use of software that could be considered cheats is strictly forbidden. The tournament administration reserves the right to specify what is considered a cheat. Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, or scripted attacks.

8.2.4 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

8.2.5 Punishments for cheating

When cheating is uncovered in the event, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the ESL event where the cheating occurred.

8.2.6 Methods to detect cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information.

8.3 Doping

8.3.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

8.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here:

<https://esic.gg/codes/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

8.3.3 Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

8.3.4 Punishments for doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

8.4 Using alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 6.3.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

8.5 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the ESL matches or the tournament in general. Any betting or gambling against your own organizations' matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

8.6 Competition manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

8.6.1 Punishments for competition manipulation

When attempted competition manipulation is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the ESL event where the attempt occurred.

8.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

8.7.1 Punishments for match fixing

When match fixing is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

8.8 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration is set to 10 years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, ...), the duration is set to 5 years. Smaller infractions may expire earlier.

8.9 Publisher or ESIC bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.

Also, ESIC bans will be honored and translated into ESL bans.

8.10 Breach of netiquette

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

8.10.1 Public behavior

All participants shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the tournament in any way.

All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its partners or products in interviews, statements and/or social media channels.

8.10.2 Insults

All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the disqualification of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

8.10.3 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL. Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity of the offense.

8.10.4 Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally disrupting the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

8.10.5 Damaging or soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue, and damaging reputation with third parties/public.

8.11 Unsportsmanlike behavior

For an orderly and pleasant game, it is essential that all players have sportsmanlike behavior. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

8.11.1 Faking match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result such as falsifying match media, the team will be awarded up to four (4) minor penalty points. (Match media are all uploads, including but not limited to: Screenshots, demos, models, and so on.)

8.11.2 Ringer/faker

Any players involved in faking or ringing a player will be barred for a minimum of 3 matches, also, one (1) major penalty point will be awarded per incident.

8.11.3 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the ESL may be penalized with one (1) to four (4) minor penalty points.

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